

GAME CONTROLS

Keyboard

LEFT — SHIFT

RIGHT — Z

JUMP — C

PICK UP/DROP — V

FIRE/USE — X

START GAME — SPACE

RESTART GAME — RESTORE

SELECT TOOL/WEAPON — Q, W, E

Joystick

LEFT — left

RIGHT — right

JUMP — PUSH FORWARD

FIRE/USE — PULL BACK

PICK UP/DROP — fire button

Place joystick in PORT 2

All The Edge software products have a 5 year guarantee. If this tape ever fails to load it will be replaced totally free of charge, if returned, with details and proof of purchase, directly to The Edge at the address shown below. If the tape shows any form of damage, physical or due to use of dirty or faulty equipment, please include £3.00 to cover replacement costs. This guarantee does not effect and is in addition to your statutory consumer rights.

THE EDGE

31 Maiden Lane, Covent Garden, London WC2

The Edge is a division of Softek International Ltd.

BRIAN BLOODAXE

by Charles Bystram

From The Edge

Translation by Trevor Inns

LOADING THE GAME

Ensure that the tape is fully rewound and then load this game by entering:

For cassettes: Press SHIFT RUN/STOP to load

For disk: LOAD""",8,1

The game will start automatically once loading is complete.

Please note: versions of this game featuring our 'Turbo Loading System' will load the game up to 5 times faster than usual. There will also be a useful visual indication that loading is taking place. However for best results please ensure that your Commodore Datasette's tape heads are kept clean, regularly demagnetised and if possible have these heads checked by a dealer for correct alignment.

WARNING: Do not play this game. This game features 'Primary Imbalance' and may be injurious to mental health.

Well you seem to have ignored my warning, so I'd better tell you something about this silly game.

THE GAME

"It was a Thursday afternoon at around 3 o'clock when the signal to go was beamed across the known universe. Boarding your supa-interspatial mega-galactic craft you set off knowing full well that you are Mankind's last hope, but not at all sure that you remembered to lock the front door . . ."

Sorry, wrong game, let's try again.

"Wow are you hungry, and as you guide your snapping form around the maze you find fruit to devour, but look out"! Those nasty ghosts are . . ."

Hum. No, that's wrong too. I'm sure I had it here somewhere . . . Ah yes here it is

BRIAN BLOODAXE, Conquerer of the Brits

It was pretty late in the week, probably Thursday I should think, when Brian got bored. Well you'd get bored too. I can tell you, if you'd been stuck in a flaming great ice-cube floating about in the North Atlantic for a few centuries. Brian had reached a decision, not before time you might say as it had taken him around 500 years to formulate. But then Brian never was much of a quick thinker. "I'll invade the Brits . . ." spluttered forth his excuse for grey matter.

So he did. Trouble is he chose a certain Tuesday in 1983 AD when the entire population were either 'out to lunch', 'in a meeting', or on the edge of their seats about to be informed who exactly had shot J.R.

Not to be put off, Brian set forth to conquer.

Being an exceptionally sly creature Brian decided to choose one of three major invasion points around Britain, none of which were Hastings.

Oh yes, due to an old war-wound (and, some say, an inherent laziness) Brian can only carry three things at a time.

"Uh that's about it really.

"You sure?

"Well, yeah. I think so.

"Haven't told them much have you?

"No. S'pose not really. But they'll soon get the hang of it.

"What do you think those bird brains out there are going to be able to make their little ways around all 104 screens, each of which present a unique and mind boggling mental puzzle?

"Yeah.

"And discover all the weapons, tools and goodies as well as how to use them?!"

"Hope so.

"And discover the point of the game?!"

"Well, no. S'pose not really.

"Well aren't you going to tell them about how Brian's task is to get hold of the Crown Jewels and sit on the Throne with them?"

"Yeah, all right. But I'm not telling them the rest.

"What not even about the penguins?"

"Nope.

THE COMPETITION

If you're the first person to get the Crown Jewels and to sit on the Throne, then bully for you, but we're not giving prizes for that. No, achieve that petty task first and then you'll be asked to do something else. None of your simple problem solving here, no, the final task is a real humdinger (the dinger's humming is fully animated).

At the end of Brian's final quest he can be carrying up to three things — it's the war wound you see — and the first person to solve the game WILL WIN THEIR CHOICE OF ONE OF THE THINGS BRIAN IS CARRYING WHEN THE GAME ENDS. But a word of advice to this lucky winner, 'play in the spirit of this game and you'll win in the spirit of this game, and be amply rewarded'.